

BEST AVAILABLE COPY

IN THE CLAIMS

1-23 (canceled)

1/24/65

24. (currently amended) A partial fragmentation projectile comprising a hard penetrating core and fragmenting soft core having a cavity therein to receive the hard penetrating core, wherein the and a hard penetrating core that penetrates said fragmenting soft core upon impact; wherein the hard penetrating core is made of a material that is harder than that of the fragmenting soft core and, as seen in the direction of the trajectory of the projectile, is arranged in front of said fragmenting soft core, wherein said fragmenting soft core and said hard penetrating core are completely surrounded by a jacket lying entirely on the periphery of the partial fragmentation projectile, wherein the shape of a rear of said hard penetrating core and the shape of the nose of said fragmenting soft core are harmonized with the fragmentation characteristics required for the projectile, depending on the caliber and impact speed and the nature of the quarry.

SCT
25. (canceled)

26. (previously presented) A partial fragmentation projectile according to claim 24, wherein a nose of said fragmenting soft core has a recess which is arranged centered on the midline of the projectile.

27. (previously presented) A partial fragmentation projectile according to claim 26, wherein said recess in said fragmenting soft core is conical, depression-shaped or bell-shaped.

28. (previously presented) A partial fragmentation projectile according to claim 27, wherein said recess in said fragmenting soft core is conical recess having a tip angle, wherein the tip angle of the conical recess is between 30° and 90°.

29. (previously presented) A partial fragmentation projectile according to claim 26, wherein a cavity adjoins said recess in said fragmenting soft core, which is arranged centered on the midline of the projectile.

30. (previously presented) A partial fragmentation projectile according to claim 29, wherein said cavity extends inwards for not more than ¼ of the length of said fragmenting soft